

ST REPORT WEEKLY ONLINE MAGAZINE
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Plus Much More!

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EXCLUSIVELY ON:	COMP-U-SERVE	~	GENIE	~	DELPHI
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From the Editor's Desk:

How grand it is to be able to say good things are happening! In looking back over the last few years or so...it appears that most of us have endured all the upheaval anyone could possibly be expected to put up with. Atari has been sold, on the verge of bankruptcy, sold again and finally... according to some, less than non-partial observers, being bashed to death.

On all counts except the last I agree. Let's take a good look at what has happened in the last few months...as compared to the last few years. The quasi-complacent, very low and muffled complaints have gotten nowhere. Most folks will agree this is a reasonably accurate accounting of the effectiveness of what has been happening up to about three - four months ago. At that point in time, the quiet erupted into a rather loud outspoken variety of opinions. Also an accurate accounting..

Somebody at Atari respects the opinions of it's userbase and has not lost grasp of the fact that we ARE that userbase. Having noticed that there are those who would rather label the "activists" as anything but true Atari users is somewhat upsetting as they are the very ones who through their own UNSUCCESSFUL efforts for the last three years are going full tilt "sour grapes". They are obvious by their hateful remarks aimed at all who have been militantly active in trying to bring about the POSITIVE

changes we are all seeing occur in the Atari Arena.

The course of current events over the next few months will surely prove out the positive intentions of Atari and all the good folks who have taken a more than mildly active interest in the growth of Atari in the United States of America.

Rex.....

THE JUDGES LIST
=====

Service -----	Name -----
CIS	Ron Luks
CIS	Dan Rhea
CIS	Mike Schoenbach
GEnie	Darlah Hudson
GEnie	Fred Beckman
GEnie	Sandy Wilson

ST-Report Official Contest Rules
=====

No purchase necessary.

Deadline for consideration in this contest is midnight August 31, 1988.

Winners will be announced in ST-Report on September 12, 1988. We guarantee to award all prizes. The prize list will be announced during the contest.

All readers are eligible to enter except employees of APEInc. Publishing, CompuServe, GEnie, Delphi and their immediate families.

This contest void where prohibited or restricted by law. We are not responsible for lost, mis-marked, or delayed art/work.

All submissions must be drawn with any Atari ST drawing program.

All submissions must be drawn by the original artist. Copyrighted art work will not be accepted.

All submissions become the property of APEInc.

All submissions must be uploaded to specified BBS systems by the deadline date. All systems have time and date stamping capability. Any entry dated after 8/31/88 will be void from the contest.

Art Work Requirements

All art work considered for this contest must be drawn with any Atari ST drawing program.

Any person submitting art work must leave an address, telephone number, and drawing program used.

Artwork must contain the following:

ST-REPORT

The winning entry will be used at a later date for a newsletter or magazine cover.

Where to Send

All art work may be uploaded to the following systems.

Syndicate BBS (201) 968-8148
Bounty ST BBS (904) 786-4176

Entries by mail are also permitted. Be sure to use a 3.5 floppy S/S!
You may send to:

ST-Report Logo Contest
Post Office Box 74
Middlesex, New Jersey 08846-0074

(Please include your name, address and telephone number)

Updates

This contest will update uploading areas every two weeks. Contest rules will not be changed, but judges may be added during the run of the contest.

Current judge listing will be published next week.

This contest commences May 2, 1988 and will end Midnight August 31, 1988.

If you have any questions, Please leave email on the services at the following addresses:

CompuServe: 71777,2140
GEnie : ST-REPORT
: R.KOVACS
DELPHI : RONKOVACS
The Source: BDG793

Rules and Regulations:

- 1). Use any full color program written exclusively for the ST to draw your own personal design of an ST-Report logo.
- 2). Art work ported over from any other computer is void.
- 3). No X-rated art work will be accepted.
- 4). Winners will be announced by mail, email, phone call or equivalent on or before September 12, 1988.

5). Judges decisions are final.

Atari News

ATARI & NEIL HARRIS TO BE IN A FORMAL CONFERENCE
=====

ON COMPUSERVE!
=====

In an outstanding display of non-partial participation, Neil Harris of the Atari Corp. has agreed with Sysop Dave Groves of Compu-Serve to conduct a full Formal Conference. The details are now being worked out by all parties concerned. Excerpts of the preliminary arrangements follow.

News/Reviews

11-Aug-88 16:47:57

Sb: #106437-#Another slap in the face

Fm: Neil @ Atari 70007,1135

To: SYSOP*Dave Groves 76703,4223 (X)

David, you are a sysop. As one, you have the obligation to be more responsible to the user base than your recent messages have indicated. Did Atari cause the demise of BI? That's not what we've all heard from Mike Reichmann. Who has been personally attacked by Atari?

There is no question that there are situations that have needed correction. But there is also no question that improvements have steadily been occurring. The level of bashing -- and I agree with Gary that there is a small core of people leaving the same sort of messages repeatedly -- has been increasing, oblivious of any changes. In fact, any move by Atari, regardless of its reason or how much good is likely to come from it, seems to fan the flames.

As a representative of the company, it is often times painful to come online and see these messages, daily. I can guarantee that is why many Atari folks have stopped participating here. Most of us (including myself) participate because we think it is important, not because it is included in our jobs. After a while the level of abuse exceeds the ability of the person to shrug it off.

In my own personal opinion, the continual bashing is causing more harm to the Atari computer community than any other single source. I base this opinion on the fact that the word-of-mouth has always been important to us. When a small group, some of whom are grinding axes for their own personal reasons, can effectively take over a public forum and discourage the growth of the community, it hurts the rest of us.

The bottom line is that we all agree that the ST system is a very good one. A user of the ST will be very happy with it. There is lots of good software available for it.

Let's go forward, shall we?

--->Neil

ST News/Reviews

11-Aug-88 18:17:44

Sb: #106470-#Another slap in the face

Fm: SYSOP*Dave Groves 76703,4223

To: Neil @ Atari 70007,1135 (X)

Neil,

Fine by me! I own 4 Atari machines and most available software and peripherals. More than anything in the computer world, I want to see Atari as the top of the line computer company it can be. I am sure that we share that goal, and I have no problem in "forgetting" the past. As you read this thread, I hope that it is increasingly apparent that I am encouraging Gary to spread the positive news. I've even offered him a CO in which he can have the center stage to explain the encouraging changes that are occurring. I will happily extend that same offer to you and any of your associates who would care to help us pass the word! I am seeing some major changes and have heard encouraging positive rumors about Comdex.

It would be helpful if you could enumerate what you at Atari see as "real" problems (much of what the 'bashers' contend are problems are likely not) and what you at Atari are doing about them. Some disclosure of advertising plans and availability of MEGA's, ST's would be a major plus. Atari does have a very unfortunate credibility problem on two levels, first, whatever the reason, we are not seen as a serious business machine, and second, is the management credibility problem and to avoid the appearance of 'bashing', I won't enumerate the source of that problem.

Here's my Proposition:

Take a few days to examine what you can state are Atari's support policies and programs for users, developers, and dealers. Pop them up here as an ASCII Text file, and follow through with a CO to reaffirm, clarify, and listen to suggestions. That should knock much of the wind out of most of the 'bashers' and Ron, Dan, Charles and I will be on hand to moderate. I know that your schedule is likely tight, but I really feel that if 'bashing' is a problem, a well thought out, official statement from yourself or one of the Tramiels here, online, will go a long way to alleviating the "bashing". I am going to put the past aside and be neutral, even positive where I can. Can you find the time to help? (That is a real question, I know that you are understaffed).

ST News/Reviews

11-Aug-88 22:59:26

Sb: #106475-#Another slap in the face

Fm: Neil @ Atari 70007,1135

To: SYSOP*Dave Groves 76703,4223 (X)

I proposed to have an Atari Corp. conference in a recent conversation with Ron Luks. We'd like to find an appropriate time slot to do one here. It's probably long overdue... but this is the first time we've been asked.

Certain subjects cannot be discussed, unfortunately. Ad plans are out, because of competitive reasons. At least from the corporate side, I'd be

happy to discuss Federated's role in the West Coast side. I suspect this would cause as many problems as it would cure.

--->Neil

ST News/Reviews

11-Aug-88 23:56:07

Sb: #106502-Another slap in the face

Fm: SYSOP*Dave Groves 76703,4223

To: Neil @ Atari 70007,1135 (X)

Well, I am all for a CO. How about this, you select the subject matter, time, and date. Give us at least two full weeks notice so we can properly announce it and the topic(s) and we will do it in the Convention Center where we can do some polling and handle a group up to about 400 or so without the SIG problems of losing lines from recognized participants? I suspect that the mere fact that you are online and willing to listen to some of the gripes as well as to speak to some of the issues will go a long way in quelling some of the bashing.

We find that 6pm PDT (9pm EDT) is usually good and while Friday and Saturday generally develop the best audiences, we are certain that you and the Atari imprimature will justify a weeknight rather than a weekend if that is more to your liking. The only reason I ask for the 2 week notice is to give us time to properly publicize the event, because I am certain that the mere notice of this sort of a CO will assuredly help to put things back on a more positive track! Also, I am sure that if you could involve Oklamcak, Feagans, and/or Sam T, it would further add to the positive nature of the CO. In short, we will go with anything YOU want. Let's do it!

Editor Note

It is truly wonderful to see Atari coming forward to discuss and clear up the confusion concerning the future of Atari...We at ST Report have been castigated and labeled as all sorts of "bad guys"....well, be that as it may, the main objective is beginning to take effect and that is to see Atari more responsive to ALL it's constituents not just what appeared to be a favored few.

Congratulations gentlemen, what you are about to do is a GIANT step toward a more harmonious relationship with the entire Atari Userbase. It may even promote a more reasonable understanding of the dedication and motivation of the so called "Atari Bashers".

Good Luck and you will have our full support.

NOSTALGIA - REMEMBER WHEN?
=====

The Mega ST and the SX212 modem are at the last step before arriving. We have received pre-production samples. These are the first units off the line with all the same components, packaging, and production techniques as the real thing. We get a small number of these to test and make sure there are no last-minute glitches. When we give the go-ahead, the next step is real production.

The Atari PC is looking likely for later this Summer. The XEP-80 (for the 8-bits) is waiting on one part which turned out to have an incredibly long lead time on orders -- once we have the part we'll turn these around ASAP. The SLM804 Laser Printer is waiting on one final component also, as well as the final version of the software drivers that support it.

New software from Atari includes the first titles in the Arrakis Advantage series of middle-school-level educational programs. There will be 17 in total, of which 4 have hit the stores already and the rest are in various stages of finalization.

Shortly after the SX212 modem hits, we will release an add-on package for 8-bit owners which is to contain an SIO cable and the program SX EXPRESS by Keith Ledbetter, as well as the new handler file. Of course, SX212 owners with the 8-bits can also use it through the 850 interface using existing terminal programs set up for Hayes-compatible modems.

The blitter chip is working and is in the pre-production Mega ST's mentioned above. The AMY chip is still in development, and may still see the light of day -- some day. AMY is a stubborn beast.

Speaking of stubborn, Microsoft Write is also still in development. Nearly finished now, too, although a few small bugs remain to be expunged.

SHOW NEWS: Atari made history by becoming the first computer manufacturer to exhibit at NAMM, the National Association of Music Merchants show in Chicago. The ST was present throughout the show in virtually every booth where there were MIDI instruments. Atari sales people at the show were besieged by music dealers eager to sign up as Atari dealers. By the time this 4-day event was over, there were literally hundreds of dealer applications waiting to be approved. Before NAMM, Atari had 50 music stores as dealers -- it looks like there will be 250 when the new dealers are selected.

In other news from NAMM, Keyboard magazine announced the results of its latest reader survey. The Atari ST computer has rocketed into the #1 slot in the vital "Intent-to-buy" category ahead of perennial leader Macintosh! The word in Atari HQ is "Today MIDI -- tomorrow, Desktop Publishing!"

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NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE

FOR A LIMITED TIME ONLY

COMPUSERVE WILL PRESENT \$15.00 WORTH OF COMPLIMENTARY ONLINE TIME

to the Readers

ST REPORT ONLINE ELECTRONIC MAGAZINE

SIGN UP TODAY!

Call any of the St Report Official BBS numbers
(Listed at the top of ST REPORT)

or

Leave E-mail to St Report, Ron Kovacs or Rex Reade

Be sure to include your full mailing address so your
Compuserve kit can be immediately mailed to you!

Expires 09-30-88

NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE NOTICE

Below

You will find good examples of the message bases on Comp-u-Serve.
The up to date information on this service is excellent as you will see.

Odds & Ends

09-Aug-88 22:43:18

Sb: Atari-PC1

Fm: STEVE NORTON 72057,1402

To: All

Hi! If anyone is interested here is a preliminary view of Atari's
IBM clone.

Specs. 4.77/8 Mhz, MDA (mono text), CGA (color grafix), HGC (Hurcules
mono grafix), and EGA (extended color grafix) video card emulation, one
40 track double sided disk drive, IBM AT style keyboard, ST type mouse
(with Microsoft mouse compatible driver), 25pin male serial port, 25pin
female centronix printer port, ST style connector for extra drives, 9pin
video connector supporting TTL mono, CGA RGB and EGA RGB monitors. MS-DOS
3.21, GW Basic, GEM, GEM Write and GEM Paint. Award BIOS. 512k RAM (Up to
640k), 8088-2 processor, socket for 8087 math co-processor, 95 Watt
internal power supply.

The machine works well. Most problems encountered are because of the lack
of disk drives (any IBM machine with only one drive is trouble!). Some
shortcomings of the maching are... Lack of a battery backed up clock Zero,
nil, nada, 0000, IBM slots for expansion! Only room for one drive in the
machine (2 external floppies and a hard can be attached) GEM supplied is
configured for use on an EGA monitor only. It cannot be reconfigured
without sending to Atari for an upgrade. External drive connector is of
the ST type and NOT the IBM DB type. Power supply is minimal.
Documentation says 95Watts. The power supply itself says only 50 Watts.

The manuals are very good for a beginner user... But lack the technical
information about the machine the devout computer hacker thrives on
(pinouts of internal expansion connectors, Video emulation is not
explained well enough...) The power switch is located on the back of the
machine almost centered in the case making it difficult to power up/down.
The mouse connector should not be at the back of the unit. Cooling fan
slows when drive is accessed (minimal powe supply)

Expansion peripherals are expensive because they must be 'Atari' units
(Shades of the TI-99 there)

Overall the machine at \$499 Cdn. was a good (on sale) deal.
The regular price is \$899 Cdn. which is a bit too steep for a 'difficult
to upgrade' machine. The 20 Meg Hard drive from Atari is a mere \$700 Cdn.

ST News/Reviews

11-Aug-88 22:54:41

Sb: #106470-#Another slap in the face

Fm: William Blair 71777,2777

To: Neil @ Atari 70007,1135 (X)

Neil -

How much of that ST software is written in the USA? And of that, how
much is trash (i.e. Jet) when compared to the software written across the
pond? If that doesn't show a serious lack of developer support for the
ST in the USA, what does?

Here's a list of the software that I've purchased in the last two months:

CAD 3D 2.0: Made in USA, but with Tom Hudson no longer around (and I don't
blame him for leaving) what are the odds of me ever getting the advanced
rendering enhancement that I NEED NOW?

Timeworks DTP: Written in the UK, I believe.

Carrier Command: UK

StarGlider II: UK

In the near future, I plan to upgrade to GFA 3.0. Made in the USA? Of
course not. I subscribe to two British magazines (The Games Machine and
ST User) to get an idea of what things are like in a country where Atari
really seems to want to market their machines.

A friend of mine buys entertainment software almost exclusively. Out of
last dozen or so games that he's bought, do you know how many of them were
written by USA developers. <<NONE>>!

If the 520STFM ever loses ground against the Amiga 500 in the UK and West
Germany, where is our software going to come from? Hungary?

Why do I, usually a lurker, GRIPE so much? Simply because I don't want
to see my \$2000 investment in ST hardware and software go the way of my
old 800XL (i.e. FOR SALE CHEAP). I have a heavy feeling of deja vu.
It's "Darkness at Noon" all over again.

ST News/Reviews

11-Aug-88 23:21:25

Sb: #106501-#Another slap in the face

Fm: Neil @ Atari 70007,1135

To: William Blair 71777,2777 (X)

It does not matter where the software is made. Would you close the
borders to the Timeworks titles, or other fine European imports?

On the other hand, some of the USA titles include WordPerfect, WordUp, VIP
Professional, Analyze, dbMan, Spectrum 512, DEGAS, Cyberpaint...
In short, many many top titles. Games? How about companies like

Microprose, FTL/Oasis, Datasoft, SSI, and many more? If you go to a store, you will see plenty of home grown games.

There are lots of imported games for all computers. Computer games in Europe, particularly England and Germany (hotbeds of ST ownership) are a bigger business, proportionally, than here. Even though I don't have much time or patience for computer games these days, I am glad to see them.

The mood of gloom does not necessarily reflect the true situation today, or what we will see this Fall. The Amiga was all but washed up last year at this time, and a marketing blitz breathed some life into it in time for the 4th quarter -- although it seems to have slowed down dramatically since then, just as we are on the rise once again.

Stay tuned...

--->Neil

ST News/Reviews

12-Aug-88 20:17:11

Sb: #106506-#Another slap in the face

Fm: William Blair 71777,2777

To: Neil @ Atari 70007,1135

Neil -

You missed my point. If ST software from Germany and the UK were not available in the U.S., I'd have less than half of the software that I currently own! I was trying to point out that Atari is riding on a wave of software from other lands. Witness the heading of a news article in the September 1988 issue of the British magazine ST User -> "Europe is Writing America's Software".

In the U.S., most software developers don't have enough confidence in the future of the ST to produce software for it because Atari has never made a serious attempt to market the machine here. That is the point I was trying to make in my previous message. Please do something about the problem, soon. Tell the masses here in the <U.S>. that the ST not only exists, but is a damn good machine to boot (pun intended)!

On a positive note, a friend of mine has recently been having some major problems with his 1040ST. That's not the good news, of course. The good news is that the local Atari dealer, after finding the machine to be seriously fried (lightning probably, which we have a lot of here in Oklahoma), gave him a BRAND NEW MACHINE for \$180. New ROMs, slightly better keyboard feel, MUCH, MUCH quieter drive, etc. He is VERY satisfied, to say the least. If that's the kind of dealer support we can expect from loyal Atari dealers who no longer have to worry about being undercut and driven out of business by mail order houses, then I'm glad that you cut off mail order sales!

Editor Note...

Mail Order sales were and are not to blame...Atari failed to maintain control over it's product flow. As a result, the mail order house went crazy with the discount routines....Mail Order certainly has a place in the US market place..but it must be strictly controlled and utilized as a marketing aid by Atari. (An excellent method to insure product flow to all areas of the nation in time for the holidays.

Definition: LURKER...--> SILENT MAJORITY!

Interlink ST Extended Documentation

Copyright 1986,1987,1988 by Intersect Software Corp.

This is version 1.81 of INTERLINK ST 07/06/87.

NEW FEATURES IN VERSION 1.81

- 1) Enhanced Type Ahead Buffer (Replaces Entry Line) allows you to set maximum width up to 999 characters and up to 99 history entries (defined in Startup Parameters). After setting the desired values and pressing SAVE you must exit and re-run INTERLINK for them to take effect.

You may also define a different maximum width and warning bell location, for each service, in the AUTOLOG/TA entry within the Dial Dialogue.

When using the Type Ahead (Press F9 to Activate) you may edit data in the line, lengths greater than 74 characters are accessible via automatic sidescrolling. The current cursor position within the Type Ahead is displayed to the right of the data.

The following keys control the Type Ahead:

Right or Left arrows	- Move cursor right or left in the Type Ahead
Shift/Right or Left arrows	- Move cursor one half line width right or left
Up or Down arrows	- Move cursor to beginning or end of the Type Ahead line.
Shift/Up or Down	- Page through History, backwards or forward (history wraps around).
Clr/Home	- Clear current Type Ahead Line.
Return	- Send current line, advance history
Shift/Return	- Send current line, do not advance (continuous shift/returns will resend the same line).

Note: Control Keys are sent immediately and do not cause the Type Ahead to be sent. Only Return or Shift/Return will send the current Type Ahead Line.

- 2) Automatic Buffer Save allows you to select automatic buffer saving to occur when the buffer wraps and, optionally, when you disconnect from a service.

Automatic Buffer Save is selected in the Global Setup Dialogue by selecting SAVE in the Buffer Wrap Section. You will also

need to define the Path/Filename you wish to use. There are four selections available for file naming:

- EXTEND will simply add the buffer contents to the file name specified in the Buffer Save File Spec.
- ASK will request a filename when the buffer is ready to be saved. You will be presented with a file selector for this purpose.
- DIAL ID will create a file name using the contents of the button that is currently selected in the DIALER and extend that file with the contents of the buffer.
- TIMESTAMP will create a file name using the connect date and time.

Selecting SAVE FINAL BUFFER TOO will cause the contents of the buffer to be saved when you disconnect, even if the buffer has not wrapped.

Always remember to save your Dial File when you want these settings to be used for future sessions.

- 3) The SHOW FILE function in the Disk Commands has been re-written to allow you to scroll forward and backward through the displayed file. Use the up and down arrows for this purpose and exit via Control-C.
- 4) The buffer editor now makes the cursor to move to the beginning of the next line when moving right with the arrow keys. It also makes the cursor move to the end of the previous line when moving left with the arrow keys.
- 5) Mouse Recovery after executing external programs that previously caused problems is now automatic.
- 6) INTERLINK's custom file selector may be turned off by selecting OFF in the Custom File Selector section of the Global Setup dialogue. This will be useful if you prefer to use one of the new file selector replacement programs (such as the Universal Item Selector). Turning INTERLINK's file selector off is not recommended unless you have an alternative to the GEM selector built into your ST.
- 7) INTERLINK's memory requirements have been reduced by about 10K.

Subj: SOME FEATURES ADDED IN PREVIOUS RELEASES

- 1) SHIFT-DEL deletes from the current cursor position to end of line
SHIFT-ARROW moves the cursor a page in the direction chosen
Home key will take you to the beginning of the buffer window
Shift-Home key will take you to the end of the buffer window
A bell now chimes 5 characters from the end of the buffer window
- 2) You may now play a recording from the function keys or the Answer Strings. Put the name of the recording you want played on preceded by a ^. As the line is sent to the on-line screen, filenames preceded by the ^ will be executed. Note: You can not play a recording from within a recording. Note: The ~ and ' time delay characters are also supported.
- 3) Custom File Selector Box. The changes we have made allow the full file information to be displayed on the screen. At the

bottom left of the file selector window there is a button with a right and left scroll arrow. You may change from drive A to drive C by clicking on the right and left arrows (the selected drive will show in the center button. When you have finished scrolling to the desired drive click on the center button. You will now see the directory of the selected drive. You may double click on the center button and Interlink will tell you the amount of free space remaining on that drive. As long as you do not single click on the center button, the drive path remains as you left it. To move out of a sub-directory, click on the Close Window button on the top bar of the file selector window. In all other respects it is the same as the GEM File Selector.

- 4) Alt-A now aborts the AUTOLOG.
- 5) Call Logging has been added. Interlink will generate a Log of all calls. Selectable through the Global Setup menu, Log records Connects and Disconnects cumulatively to the file you specify.
- 6) Settings in the Global Setup Dialogue are now saved with the phone file. Previously the user had to set up a startup.rec to reset these defaults at startup.
- 7) The settings of all four colors are now saved with the dial file (rather than only the changes to green and red).
- 8) Control-l (Form Feed when used with printers) now clears the screen. Alt-l in terminal mode resets and clears the screen.
- 9) We now have 4 modem failure strings in the Define Auto Modem window. These allow a quicker return from dialing if a failure string is sent from your modem.

Subj: SUPPORT FOR INTERLINK

Registered users will be fully supported! If you have a question be sure you have the serial number on the original disk handy and call one of the following numbers:

Voice 813-923-8774

Data 813-924-4590

Subj: THE HANG-UP COMMAND

The Hang-Up command must be preceded with a ~~~~~ when using a Hayes Compatible modem. The +++ forces the modem into the command state so that it will accept commands. (~~~~~ATH0[c/r]) It is recommended that you use the Hardware hang-up and not enter anything on this line. The DTR (Data Terminal Ready) line will be pulled low, if properly setup, your modem will do a reset.

Subj: HOW TO SETUP ANSWER MODE

We have been getting calls about problems setting up the Auto Answer mode in Interlink. The following is a step by step description of what happens in Answer mode and how Interlink interacts with the modem.

First, the setup strings that are important for Auto Answer:

Ring String_____
Pick-Up String_____

Initialize_____
Hang-up_____
Success String_____

There are two ways Interlink can be setup to answer; 1) Allow the modem to answer , 2) Allow Interlink to answer.

1) Case one, allow the modem's auto answer feature to answer the phone.

Setup the modem to auto-answer by setting the appropriate dip switch or putting the proper string into the Initialize line (Define Auto Modem) this usually means ATZ[c/r]~~ATS0=3[c/r]. (answer third ring)

When you click on Wait for Ring in the Answer window, Interlink sends the Initialize string to the modem.

Interlink is now waiting for some event to occur thru the Ring String. When your modem answers the ring and gets a carrier it will send a success string to Interlink, this is usually something like CONNECT, if you put the success string (CONNECT) on the Ring String line then Interlink Remote Answer will be triggered. You don't need the Pick-up String line, your modem has already answered and connected (leave it blank).

2) Case two allow Interlink to answer the ring.

If you have a "Hayes" modem then the Ring Indicator line, Pin 22, is pulled low during each ring. If you leave Ring String blank then Interlink will look for pin 22 to go low and then send the Pick-up String (ATA[c/r]) to the modem. If by some chance you have one of those 99% "Hayes" and this does not work for you, then you must enter the message sent by your modem when it detects a ring... onto the Ring String line, this is usually RING. When Interlink receives this ring indication it sends the Pick-up string to the modem, this is usually a ATA[c/r].

Whenever you are dealing with command strings and not hardware detect, as in Hardware Ring detect and hang-up, you must make sure that Interlink and the modem are at the same baud rate. In most cases this is no problem, but as more people get the new 2400 and 4800 baud modems this becomes critical. The modem will be set to the default baud rate (of the modem), after the Initialize string is sent unless you send a ~~AT[c/r] as the last thing on the Initialize string line. This forces the modem to the baud rate that Interlink is currently set at.

ST REPORT CONFIDENTIAL
=====

UTAH Word Perfect IS NOW shipping the updated version of
---- it's excellent word processor dated 08-01-88.

COLORADO SPECTRE 128 shall be it's NAME ..MAC Emulation is it's
----- fame! Want more Info? Drop a note or call.....
 GADGETS BY SMALL INC. 40 west Littleton Blvd., #210-211,
 Littleton, Colorado, 80120 (303)-791-6098

NEW YORK CITY Cray Computer has just received an order for 2 of their
----- latest units..not yet even designed! cost: 10 million.

SUNNYVALE The Laptop may have a cousin! Using MS-Dos or is this the
 ----- unfinished OS mystery.....hmmmmmm time will tell.

PENNSYLVANIA A major distributor has contracted to import ST Clones!
 ----- As soon as the US version of the European ST clone is
 ready, they will debut here...also planned are mega
 clones...seems this may be the answer to the MO cutoff.

SUNNYVALE Atari has given Neil Harris the "awesome" job of
 ----- enhancing the image of FEDERATED, (now is your chance
 Neil, show developer support, stock up Federated with the
 software and hardware from the Loyal Developers!)

JACKSONVILLE ABCO Computer Corp. announces three new Hard Disk
 ----- configurations, owner sez: "We will continue to support
 Atari!" call for info: 904-783-3319

SUNNYVALE We repeat this notice as we feel it is very important, in
 ----- last week's issue we printed Atari's request for the
 Usergroup registration, please be sure to fill it out and
 send it to Elizabeth Shook or, call for more info:
 408-745-2569.

 HOW'S YER FAT?
 =====

ST Disk Directory

For those of you that have gone from the 8-bit ATARI computers to the 16-bit ATARI ST's, there have been many surprises for you in the past months. Among them is probably " What do I do with all of this extra memory.", or maybe " The graphics on this system sure are something." and one of my favorites, " That disk holds a lot of data."

All of these statements are true for obvious reasons. For the longest time there was only 48K of ram available in the ATARI Systems, so jumping to 512K is a fantastic leap. The same holds true for the graphics capability of the new ATARI, by going to a monitor and improving the resolution, another big leap has been made. But, one of the most important improvements to me has been the disk storage. After using an ATARI 810 disk drive for several years, going to 360K per disk is great.

Now, since I have that off my chest, I would like to go a little deeper and try to explain some of the differences in the way the ST disks (single sided) are handled.

The ST disk is divided into 80 tracks (0 thru 79), 9 sectors per track (1 thru 9), and is written in QUAD density (512 bytes per sector). When a disk is formatted, a Boot sector (track 0, sector 1), the File Allocation Tables (it starts at track 0, sector 2) and the Directory (it starts at track 1, sector 3) are established using all 18 sectors in the first two tracks. The remaining sectors (tracks 2 thru 79,

sectors 1 thru 9) are initialized in pairs or by cluster (two sectors = one cluster). As a cluster is initialized the File Allocation Table (F.A.T.) is updated to indicate the status of the cluster; this continues until all 351 data clusters have been completed. If a cluster cannot be formatted or initialized, the corresponding entry in F.A.T. is marked not-available and will remain that way until the disk is re-formatted or thrown-away. If a cluster is marked as bad, the F.A.T. entry will contain a number between \$FF0 and \$FF7. That range of numbers simply means the cluster is un-usable and will never be used to store data.

The ST disk uses track 2, sector 1 thru track 79, sector 9 to store any files you write to the disk. All filenames are listed on the disk directory in the order they are entered. The directory is seven (7) sectors long and has room for 112 entries, with each entry being 32 bytes in length. Each entry contains the Filename and Extension, the file Attributes, the Time the last change was made to the file, the Date the last change was made to the file, the number of the first cluster in the file, and the length (in bytes) of the file. In addition, there are 10 bytes that have been reserved for future use (see fig.1).

fig.1 ST Directory Fields

1) Filename	8 bytes	bytes 0 thru 7
2) Filename Ext.	3 bytes	bytes 8 thru 10
3) Attributes	1 byte	byte 11
4) RESERVED	10 bytes	bytes 12 thru 21
5) Time of Last Change	2 bytes	bytes 22 and 23
6) Date of Last Change	2 bytes	bytes 24 and 25
7) First Cluster Number	2 bytes	bytes 26 and 27
8) File Size (in bytes)	4 bytes	bytes 28 thru 31

The Filename and Extension are the first two fields in each entry of the directory. They take up the first 11 bytes of an entry and follow the same format as the ATARI 800 or the IBM PC, with one small exception. If the first character of an entry is \$E5, the file has been deleted and is no longer available for your use. If no changes have been made to the disk since the file was deleted, it may be possible to recover it by using one of the many sector editors available.

The Attributes field is one byte long and contains a number that indicates any special or unique characteristics about this entry. There are only five bits of the entry used on the floppies at this time, and they are listed in Fig. 2.

fig.2 Attributes

Bit 0	=	Read Only (not set if the file is Read-Write)
Bit 1	=	Hidden
Bit 2	=	System
Bit 3	=	Volume Label (Name assigned to the disk)
Bit 4	=	Sub-Directory (Folder Name)
Bit 5	=	Archive (This will be used on the Hard Disks)
Bit 6 & 7	=	are not used at this time

The next field is marked RESERVED and is 10 bytes long. This field will be filled with 00's on all disk entries and no plans for its use are known at this time.

The Time of Last Change field is 2 bytes long and is updated each time you write to a file. This field contains the HOURS, MINUTES, and SECONDS(/2) of the last change to the file. This field is in the low-byte, high-byte format and uses all 16 bits. Starting with the highest bit, it uses 5 bits for the Hour, 6 bits for the Minutes and the last 5 bits for the Seconds. (The value in the seconds portion of the field must be multiplied by 2 to get the correct seconds count.)

The Date of Last Change field is handled almost the same as the previous field. This field is changed along with the Time of Last Change, and is also in the low-byte, high-byte format. Starting with the highest bit, use 7 bits for the Year, 4 bits for the Month, and the last 5 bits for the Day. Don't be too surprised when the year equals a 5 (as most files will) because the year stored has 1980 subtracted from it.

The First Cluster field contains the number of the first cluster used for the file. The cluster information is stored in high-byte, low-byte order and should never go above \$15F (351), since there are only 351 clusters.

The File Size field is a value equal to the number of bytes used in the file. This number divided by 1024 (1k) will tell you how many clusters are being used for the file (cluster * 2 = sectors).

The File Allocation Table (F.A.T.) starts on track 0, sector 2, and may be the most important table on the disk. F.A.T. is used to keep track of the sector linkage for all data sectors. It is also used for files listed in Folders (sub-directories, see Attributes). The F.A.T. is five sectors long and is valuable enough to have a duplicate table on the same disk. The location of the second F.A.T. is currently track 0, sector 7, but that is subject to change at any time.

The best way to think of the F.A.T. is like a puzzle. Each entry of the F.A.T. is 12 bits long (not bytes, bits), and the values range from \$000 to \$FFF (see fig.3). Byte 0 of F.A.T. tells what density the disk is formatted in (\$F7 is normal for byte \$00), and bytes 1 and 2 will \$FF as they are not used. The rest of the table is used as follows. (I'll be using the F.A.T. from the disk I have been working on for my examples. see fig.3) Before I begin I should point out that 12 bits per entry means that 2 entries equal 3 hex characters (bytes). We will start with bytes 03, 04, and 05 for our first 2 entries (see fig.3). Byte 03 will be bits 0 thru 7 of the first 12 bit entry, and bits 0 to 3 of byte 04 will be bits 8 thru 11 of the first entry. As you can see in the first example, the number is \$FFF. In F.A.T., if an entry contains \$FF8 thru \$FFF it means the cluster is the last cluster of the file (EOF). Also, if an entry contains \$FF0 thru \$FF7 it means the cluster is not usable for some reason. Now, if you will return to byte 04, you will remember that we have only used 4 bits (0 to 3). Bits 4 thru 7 of byte 04 will become bits 0 thru 3 of the second entry and byte 05 will be used as bits 4 thru 11. This entry indicates that cluster 4 will be the next cluster for this file and it continues in that manner for the rest of the table.

Now you know what cluster to look at but maybe you want to know which track and sector that is. The quickest way I've come with is one of the following formulas,

a) To convert from Cluster to Track and Sector;

```
( ( ( cluster # + 9 ) * 2 ) - 1 ) / 9 = track
( ( ( cluster # + 9 ) * 2 ) - ( track # * 9 ) = sector
```

b) To convert from Track and Sector to Cluster;

$$((\text{track \#} * 9) + \text{sector \#}) - 17) / 2 = \text{cluster \#}$$

A brief explanation.

Data sectors start at Track 2, Sector 1. That means 18 sectors (or 9 clusters) have to be accounted for in the formula. Also there are 2 sectors per cluster so you must multiply by 2 at some point. Here is all there is to it, what cluster is Track 22, Sector 3 ??

I'll put the numbers into the formula.

```
( ( ( 22 * 9 ) + 3 ) - 17 ) / 2 = cluster #
      ( ( 198 + 3 ) - 17 ) / 2 = cluster #
            ( 201 - 17 ) = cluster #
                  184 / 2 = cluster #
                        92 = cluster #
```

If there had been a remainder, it would have been the second sector in the cluster. Thats all there is to it, but just so you can practice a little, I included a chart with some of the Clusters marked with the Track and Sector (see fig.4).

fig.3 (in hex) -- F.A.T. --

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	F7	FF	FF	FF	4F	00	05	60	00	07	80	00	09	A0	00	0B
10	C0	00	0D	E0	00	0D	00	01	11	F0	FF	13	40	01	15	60
20	01	17	F0	FF	19	A0	01	1B	C0	01	1D	E0	01	1F	00	02
30	21	20	02	23	40	02	25	60	02	27	80	02	29	A0	02	2B

fig.4 Track & Sectors = CLUSTERS

```

BOOT
SECT    <                FAT #1                > <                FAT
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| 0.1 | | 0.2 | | 0.3 | | 0.4 | | 0.5 | | 0.6 | | 0.7 | | 0.8 | | 0.9 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+

#2      > <                Disk Directory      (7 Sectors)      >
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| 1.1 | | 1.2 | | 1.3 | | 1.4 | | 1.5 | | 1.6 | | 1.7 | | 1.8 | | 1.9 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+

< CLU #2 > < CLU #3 > < CLU #4 > < CLU #5 > < CLU
+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| 2.1 | | 2.2 | | 2.3 | | 2.4 | | 2.5 | | 2.6 | | 2.7 | | 2.8 | | 2.9 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+

```

#6	>	<	CLU #7	>	<	CLU #8	>	<	CLU #9	>	<	CLU #10	>
3.1		3.2		3.3		3.4		3.5		3.6		3.7	
3.8		3.9											

||
\\||/

<	CLU #334	>	<	CLU #335	>	<	CLU #336	>	<	CLU #337	>	<	CLU
76.1		76.2		76.3		76.4		76.5		76.6		76.7	
76.8		76.9											

#338	>	<	CLU #339	>	<	CLU #340	>	<	CLU #341	>	<	CLU #342	>
77.1		77.2		77.3		77.4		77.5		77.6		77.7	
77.8		77.9											

<	CLU #343	>	<	CLU #344	>	<	CLU #345	>	<	CLU #346	>	<	CLU
78.1		78.2		78.3		78.4		78.5		78.6		78.7	
78.8		78.9											

#347	>	<	CLU #348	>	<	CLU #349	>	<	CLU #350	>	<	CLU #351	>
79.1		79.2		79.3		79.4		79.5		79.6		79.7	
79.8		79.9											

SPECIAL SUPRA MODEM OFFER!!!
=====

CompuServe's Atari Forums have made very special arrangements with Paramount Products Inc. to offer the members of our forums the chance to upgrade your system to 2400 baud service at a very special price.

For a limited time, CompuServe subscribers may purchase the

SUPRA CORP. 2400 baud Hayes-compatible modem
for the very **LOW** price of just \$139.95 !!!!!

These are brand new, not reconditioned units, with the full SUPRA CORP. warranty. The SUPRA MODEM uses the Hayes Smartmodem 'AT' command set and operates at 300-1200-2400 baud. It's an outboard unit (not an internal plug-in card) allowing ease of transfer to other computers. Connection is thru the standard RS-232 interface. (Just plug it into the back of your ATARI ST).

To take advantage of this special offer, Phone the 800 number listed below or write to:

Paramount Products Inc.
1405 S.E. Pacific Blvd.

Albany, Oregon 97321

Phone orders: (800)444-4061

Price: \$139.95 + shipping
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MasterCard or VISA accepted Orders will be shipped the next business day

If you've been accessing CompuServe at 1200 baud, this is a great way to lower your total online bill since CIS does *NOT* charge a premium for 2400 baud access. (You can get the same amount of information or download the same amount of programs in approximately 1/2 the time as 1200 baud users!) This modem will PAY FOR ITSELF in just a few sessions.

A HEALTHY WALLET
=====

by T."Rex Reade

Many times we find the bottom line of an article seems to sadly become obscured in the noise of purposeful distraction. "Tis a shame the average reader is subjected to being distracted enough to really miss the point of a very serious subject".

That subject is: Your WALLET and EQUIPMENT!

This reporter cannot help but notice the fact that the detractors of the real facts are the same folks who have been in the camps of the very ones who offend the principles of fair play and just rewards. To lash out at any person voicing an opinion and label them a BASHER or any other name is sad as it tends to accomplish the same things many have said they didn't like when they saw it occur here....hmmm amazing when the shoe is on the other foot.

Here are some of the hard facts presented over the last six weeks by ST REPORT that the detractors and self righteous name callers have managed to over shadow with ridiculous accusation.

- A) Atari ships D/S 520 STF units to Federated EXCLUSIVLY! Until exposed on a major networking service!
- B) Atari freely Exchanges defective Chinon drives after FULL disclosure in ST Report.
- C) Atari proves it's desire to satisfy the ST Marketplace by making serious moves to upgrade its dealers.
- D) Atari uses another Drive vendor in an attempt to rid itself of the Chinon problems. SONY...IS NOW IN THE NEW UNITS!
- E) Atari is shipping all new units with SONY drives and the intermediate

mega roms in them....

F) Atari will have to sell you a new top cover for your 520, 1040 or MEGA unit if you wish to upgrade or put the SONY drive in your present machine.

G) Atari finally uses some good sense, the new SONY drive even has a dust blocking door, the button sits below and to the right of center and is smaller in size than the OLD EPSON STYLE.

These are but a few of the hard facts that have appeared in ST REPORT over the last 10 weeks... Yet as anyone can plainly see, most of the public correspondance seen has absolutly NOTHING TO SAY about these points of sincere interest.. how very selfish of these folks. Also, I am sure there will be those who will say , ST REPORT had nothing to do with the current improvements and attitude changes..well to them I say.."Sorry Charlie". The proof is in the pudding.

Please observe that...we at ST Report have one major concern and only one. THE USER!.. Sure, we will take up the banner of the dealer and the developer, but that will ultimately benefit the user....that is our goal to make sure the user is thought of FIRST, LAST AND ALWAYS!

If a user has plunked down his hard earned bux for a machine, the least he can expect is support and plenty of it...that goes for developers and dealers alike! When a developer or dealer puts his bux where his mouth is...the least he deserves is a fair return. We have already said enough about the antique photocopy developer kit with old "C" programs in it.

Fortunately, we are starting to see some real efforts in these directions and I might add, I credit Mr. Augie Ligouri for 99% of the total positive efforts on the part of Atari at this time.. thanks Augie!

Atari is truly embarking on a new and totally positive journey at this time...let's hope it stays that way and we are not requested to be "Evangelists" again. THAT.... is the responsibility of Atari and it's advertising agencies! It might even be a good idea to allow the current President become the "International Ambassador at Large" and let the real business people run the Business!

Rex.....

Modification to the ST
=====

Power-on / Reset Delay Timer

Jeff Rigby - Intersect Software

The following modification will cause the ST to be in a Halt condition for apx 14 sec following turn-on. This allows a Hard Drive time to go through its initialization. The modification will not affect reset

timing (.3 sec). It's relatively simple in that it requires the replacement of only one resistor (in the 520 & 1040 series).

If you have a Hard Drive for your ST you presently have to turn on the HD, wait until it stops making noise (initialization...about 14 sec) and then turn on your computer. With the circuit modification below you can now turn both on at the same time (idiot proof).

520ST and 1040ST

All computers have reset circuits and a circuit to perform a reset after the computer has been turned on (allowing the power supply to stabilize). In the ST these two reset circuits are in one chip, a 556 timer IC (a 556 is two 555 timers in one package). Both circuits use the same timing components for a delay of .3 seconds. One circuit holds the reset low for .3 sec after the reset button has been pushed and the other holds the reset low for .3 seconds after power turn-on. This second circuit (power on reset) is the one we are going to change.

Basically we are looking at a 22Uf cap charging from B+ through a resistor (12k). When the voltage on the cap reaches trigger level the 555 timer turns off allowing the reset line to go high.

The formula for Time T with Cap C and Resistor R is as follows:

Resistor = R
Cap = C $T = (1.1) * R * C$
Time (hold down) = T

For a stock ST

R = 12k
C = 22Uf

Thus: $T = (1.1) * (12000) * (0.000022)$
 $T = .29 \text{ sec}$

Ok now for your computer....

Turn on your Hard drive and count the seconds until the activity light goes out. Mine is about 14 seconds. This time is what you need to determine the value of the resistor you are going to add to your ST.

For a time of 14 sec we use the following formula to determine the resistor we need.

$R = (14 \text{ sec}) / (1.1) * (0.000022)$
R = 578k

Look in your ST for a Chip that has the number 556 on it (NEAR THE RESET BUTTON). Off pin 8 you will find a resistor with the color bands; brown, red, orange (12k).

520ST R83
1040ST R9

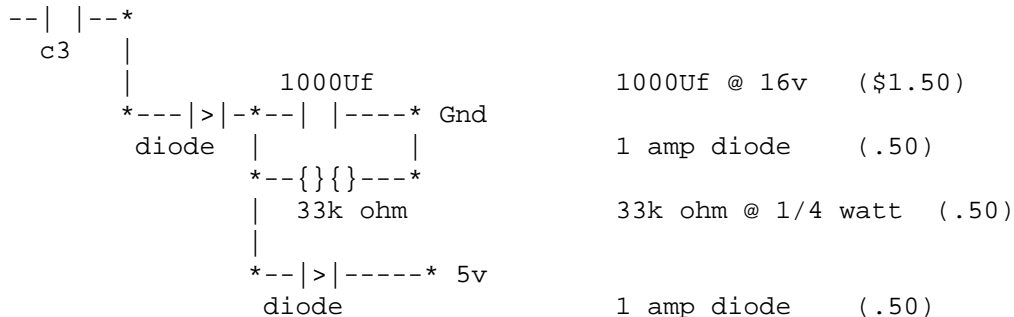
Cut this resistor loose and install a 560K resistor; green, blue, yellow.

Now reassemble and check. Extremes of temperature can affect the timing of this RC circuit. I have found that a very cold computer (40F) can knock almost two seconds off the circuits reset time. Also, the 22Uf cap

is manufactured with a tolerance of 20%. A 20% difference can make a 4 second difference in your calculations. You may want to install a variable resistor in place of a fixed resistor. If you are like me, you can't wait for your computer to come on and you will want the min wait time that still allows the HD to initialize properly. The variable resistor will allow you to set the time to the nearest second. Use a 360K resistor in series with a 500 K pot.

MEGA ST

Atari changed the design of the Reset circuit in the Mega ST. There are no longer two separate circuits for reset. I had to kluge my Mega to get the same functionality. See below:



C3 is a 10Uf cap under the switching power supply. This cap is charged by a resistor network similar to the 555 circuit in the 520ST. When the voltage reaches 1.2v the reset line goes high. The circuit has the same .3 sec delay for reset and 13 seconds for turn-on.

The above circuit connects to the Mega at three places: 5v, Ground and the positive terminal of C3.

Increasing the value of the 1000Uf cap increases the turn-on reset delay. The 33K resistor is used to fine tune the reset delay for power turn-on. Increasing the value of the resistor decreases reset delay and decreasing the value increases power on reset delay. Typical resistor values are from 18k (19 sec) to 50k (11 sec).

The bottom diode discharges the 1000Uf cap to the 5v supply (when you turn off the computer the 5v supply goes to 0) when you turn the Mega off. You should count to 5 before turning a Mega back on to insure a complete cold boot. Waiting 1 sec will not allow the 1000Uf to discharge enough (the 5v supply in the Mega discharges slowly after dropping to .6v) and your power-on reset delay may drop to 9 sec from 13 sec.

The top diode provides isolation so that pressing the reset button after the 1000Uf cap has charged (power on) will cause only a .3 sec reset.

The above modifications require some technical skill and should be done by a service center or a qualified person. Intersect Software makes no guarantees regarding the reliability of the above modifications. You, as always, perform the modifications at your own risk.

This technical note may be freely copied as long as the credits remain intact.

Jeff Rigby

Intersect Software

3951 Sawyer Rd.
Sarasota, Fl. 34233

WordPerfect 4.1
=====

Improvements in the latest release version dated 8/1/88.

Macros

It is now possible to define macros using ALT number key combinations.

Print

Displaying the printers, if the printer.prt file is not found after typing the path to the printer files, the screen would not show the correct characters. Select printers did not automatically recognize SFEEED.PRT. The user was always asked for the location of FEED.PRT.

Print/Block

Printing a page using block print in a multiple page document with page numbering, headers and footers, would cause all pages prior to the block to be printed blank except for the headers and footers.

Print/Windows

If a document was printed from a window other than window 1, printer control would continue to say printing even when the document had finished printing.

Footers

Using the ^B (Control B) for page numbering in a footer, and using roman style at the beginning of the file would cause all pages to be numbered as roman numbers in the following sequence: xix, xxix, xxxix. Now it is numbered correctly: xix, xx, xxi etc.

Deleting Codes

Deleting the code for Bold and Underline, [B][U], it would not automatically delete the [b][u] with it. Now it works correctly by automatically deleting the appropriate function off gate when its function on gate is deleted.

Reveal Codes

The reveal codes window was enlarged to prevent the cursor from scrolling out of the window.

Page Length/Rewrite

Deleting a header/footer code did not always reset the page length to the appropriate number of text lines.

Screen Rewrite

Macro pause caused excessive screen rewrites.

Windows

The name of a document was not properly put into the document window if multiple windows were displayed on screen at one time.

Scroll Speed

Cursor movement/scroll speed is improved by dramatically (depending on the number of formatting codes in the document). Improvements near 25% on standard ASCII text files.

File/save

Screen refresh was not handled correctly after saving with F10 or F7.

File Save

Attempting to save a file as a locked file, then canceling and trying to save as a regular document using F10 would prompt for a password. These functions are now separated.

List files/Rename

Renaming a file on a floppy disk required the user to enter the entire path/file name.

Spell

The spell checker has been rewritten and is now much more efficient. The dictionary is shipped optimized.

Insufficient Memory

When an 'Insufficient Memory' error occurred while opening a new window, the mouse was hidden.

Date Function

When the date function was inserted into a screen document, the function showed the correct date on the screen but printed out 0, 0.

Ctrl-Alt Mapping

Hitting return will now exit you from the Ctrl/Alt key menu.

Select Printers

Arrow keys were buffered in the 'Select Printers' screen. Holding a cursor key down could cause the list of printers to scroll beyond the desired printer.

Format/IBM readable

The masters are now shipped with a new format. The Backup program also backs up disks using the IBM readable format.

SPECIAL OFFER FROM WORD PERFECT

=====

Special User Group Purchase Agreement

WordPerfect Corporation is offering WordPerfect 4.1 for the Atari to user group members at a special reduced price of \$155.00.

This special offer will only be available from July 15th through September 15th.

Please complete the information requested below and return form to:

WordPerfect Atari Orders
288 W. Center,
Orem, UT 84057.

Name_____

Street_____

City_____State____Zip_____

FEDERATED EATS ATARI'S LUNCH!

=====

by George Nahas

Financial investment consultants state that according to Atari Corp.'s latest financial report, it appears it's net income fell to \$5.6 million in the second quarter from \$13.5 million for the same period last year. In Sunnyvale, Calif., Atari says the SLUMP is due largely to a \$7.6 million pre-tax loss in its Federated Group of electronics stores.

Atari's income is down 10 cents a share on sales of \$164.6 million from 23 cents a share on sales of \$70.6 million in the same quarter in 1987. Last year's second quarter included a major gain of \$5.7 million or 10 cents per share.

Atari President Sam Tramiel is quoted as having said:

"The computer and video game segment continues to grow at a healthy pace." The group's results might have been stronger had it not been for the current shortage of DRAM chips.

"

The continuing shortage of DRAMs is slowing production," but "the DRAM shortage, in our view, will ease by the first quarter." Tramiel said.

They said the problems at the Federated stores "appear more pronounced," quoting Tramiel as observing, "Federated's losses, while reduced from the first quarter, were higher than expected. The turn around process continues at Federated and all the necessary measures are being taken to return to profitability."

ATARI CORP. of Sunnyvale recently reported sharply lower second-quarter earnings, EVEN THOUGH SALES MORE THAN DOUBLED from the second quarter of last year. The earnings came to \$5.6 million (\$.10 a share), down 59 percent from \$13.5 million (\$.23) in the previous year. Last year's figure included a \$5.8 million tax benefit.

Revenue for the second quarter rose 164.6 million, a gain of 133 percent from \$70.7 million. Last years results did not include retailer Federated Group, which Atari aquired in October. The Federated unit lost \$7.6 million during the second quarter on sales of \$63 million.

Atari said operating income on its computer manufacturing business rose 23 percent to \$17 million, on sales that increased 44 percent to \$101 million.

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